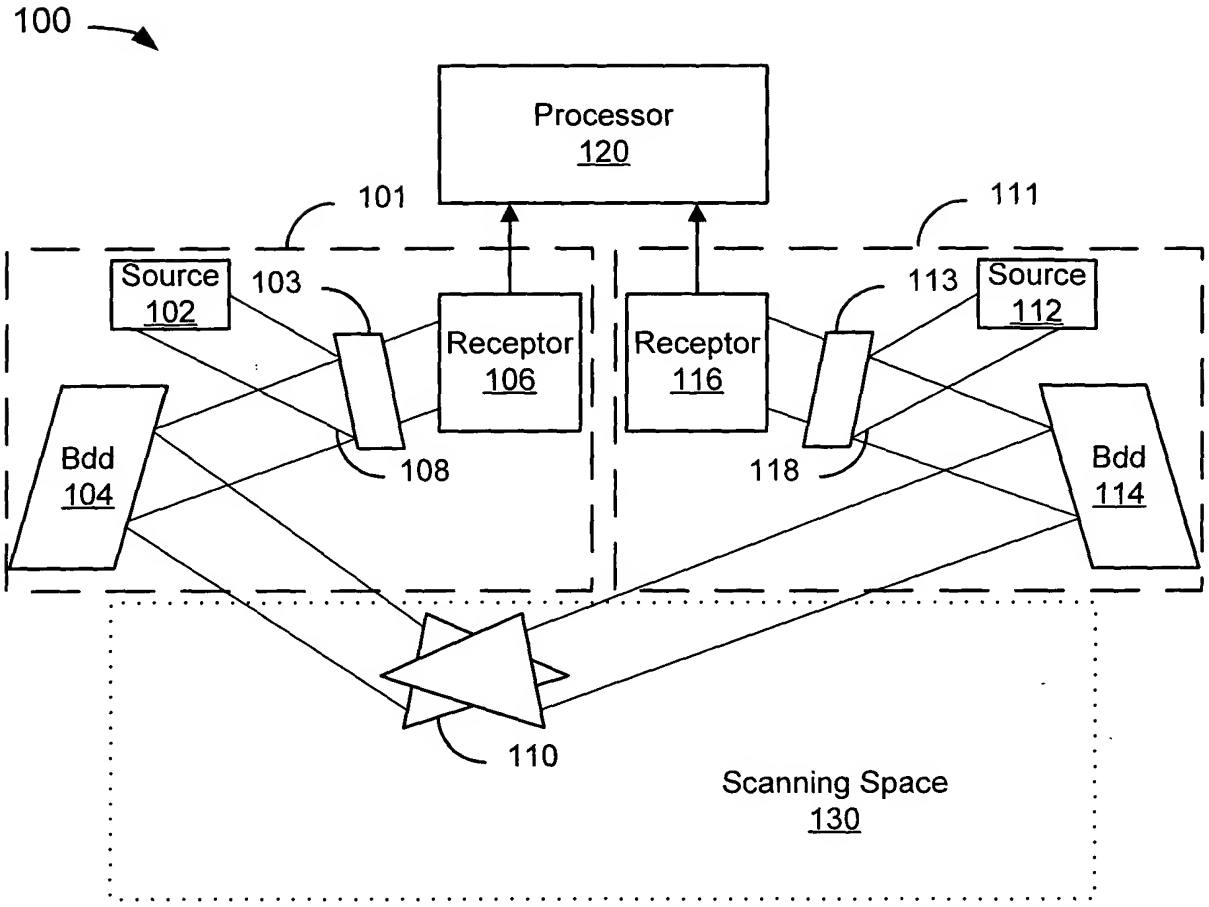


FIGURE 1

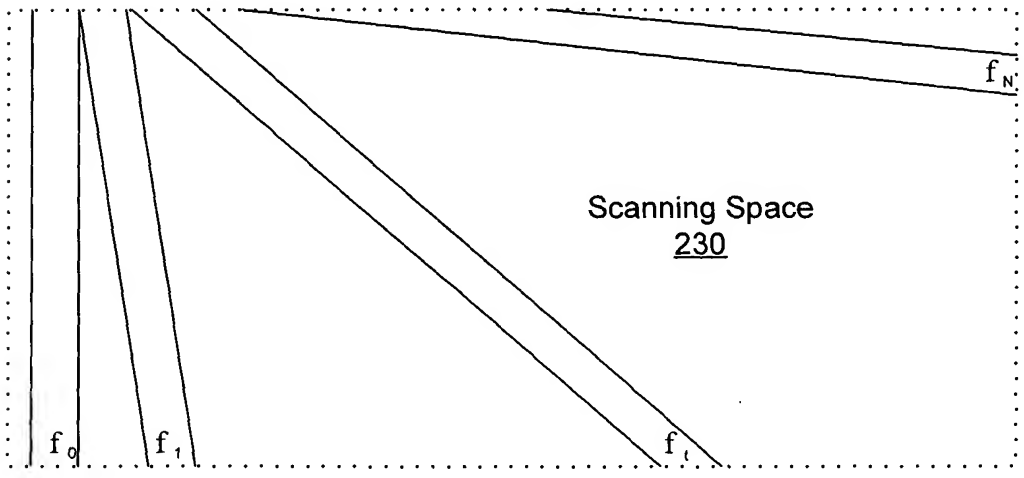


FIGURE 2A

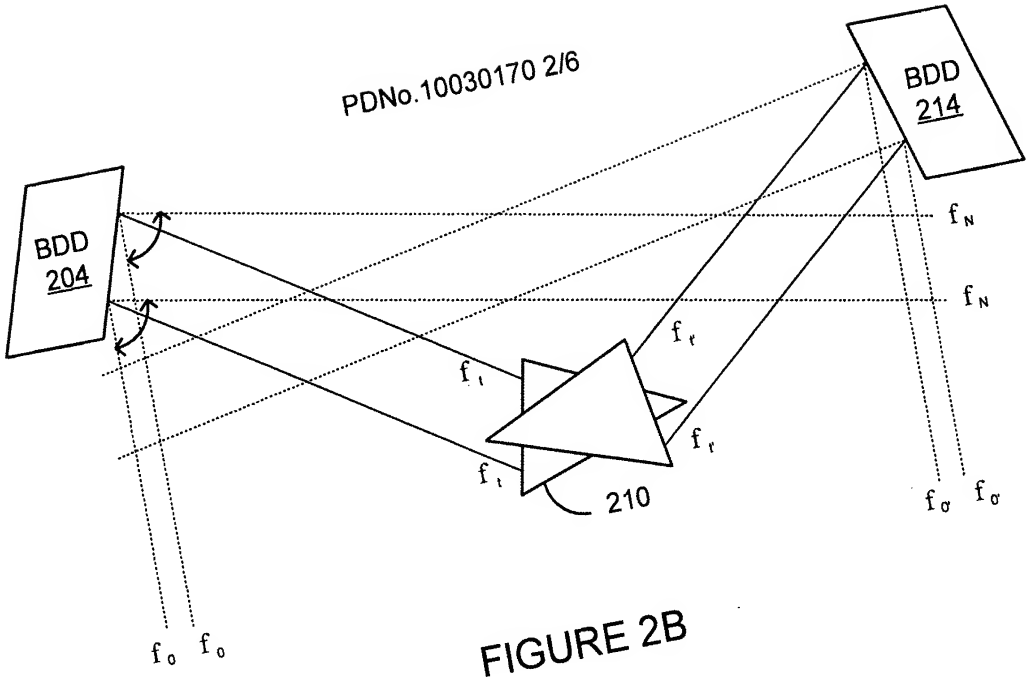


FIGURE 2B

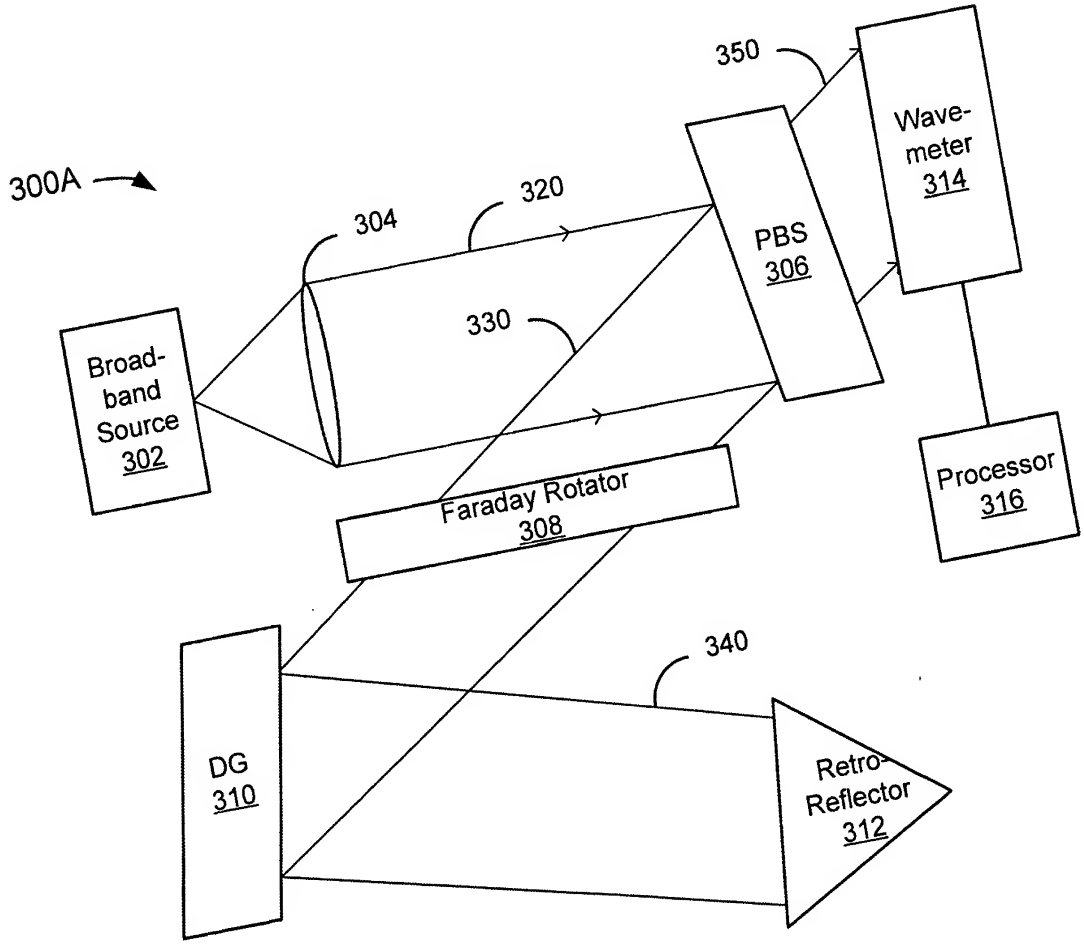


FIGURE 3A

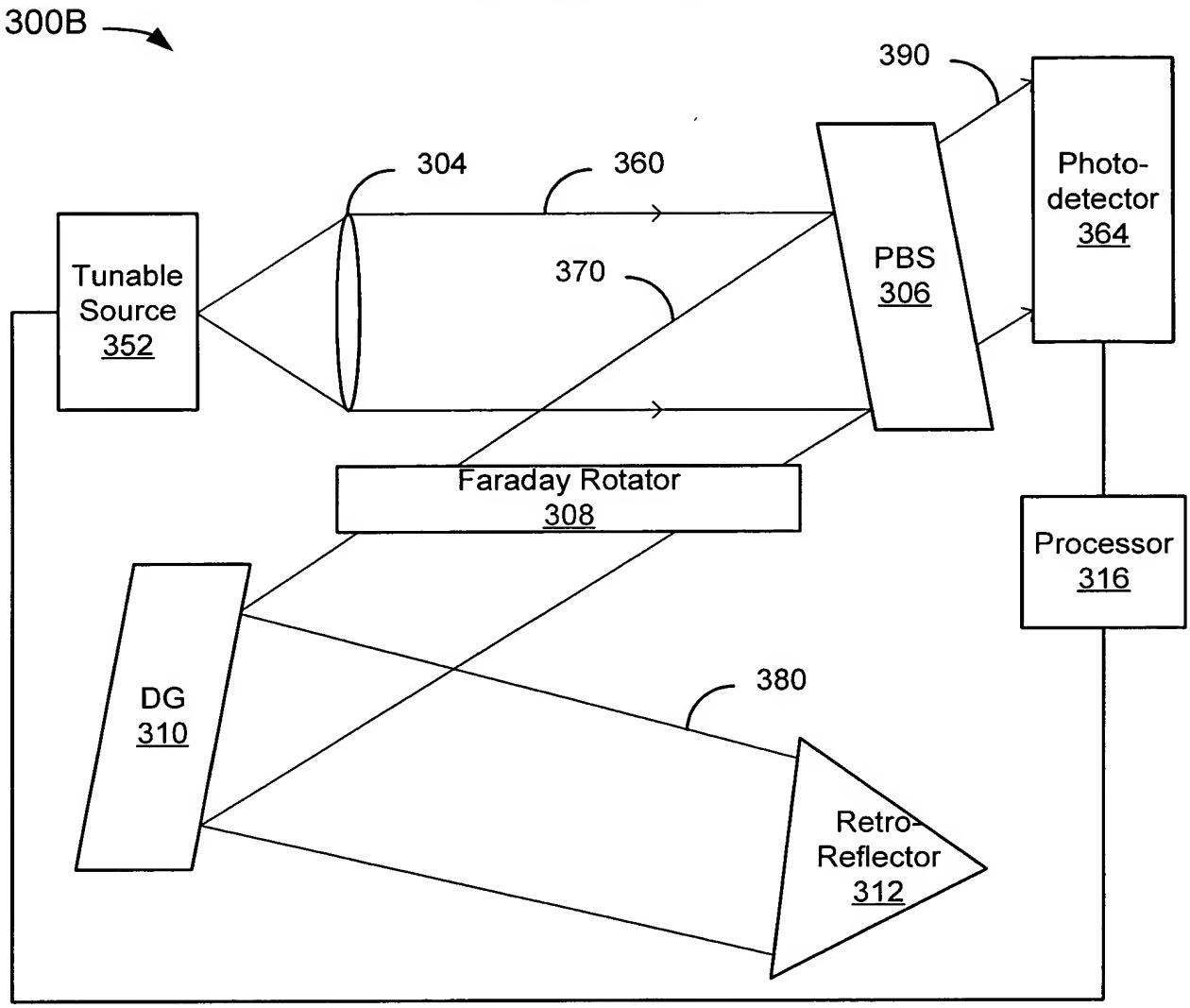


FIGURE 3B

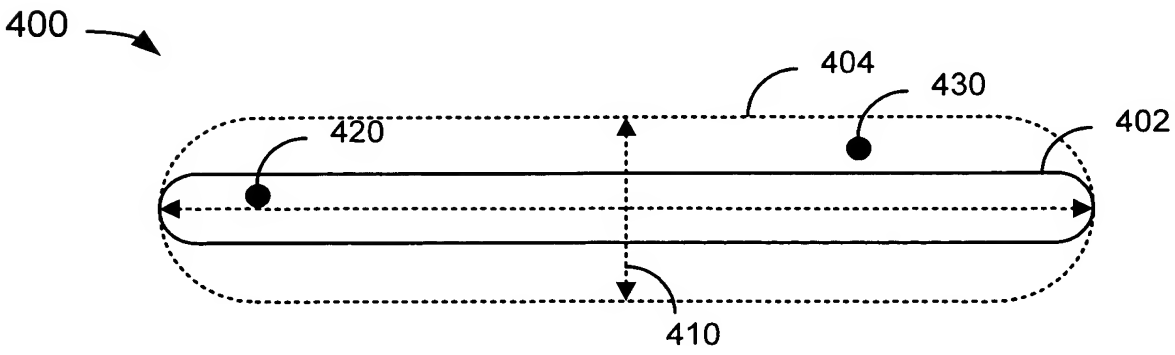


FIGURE 4

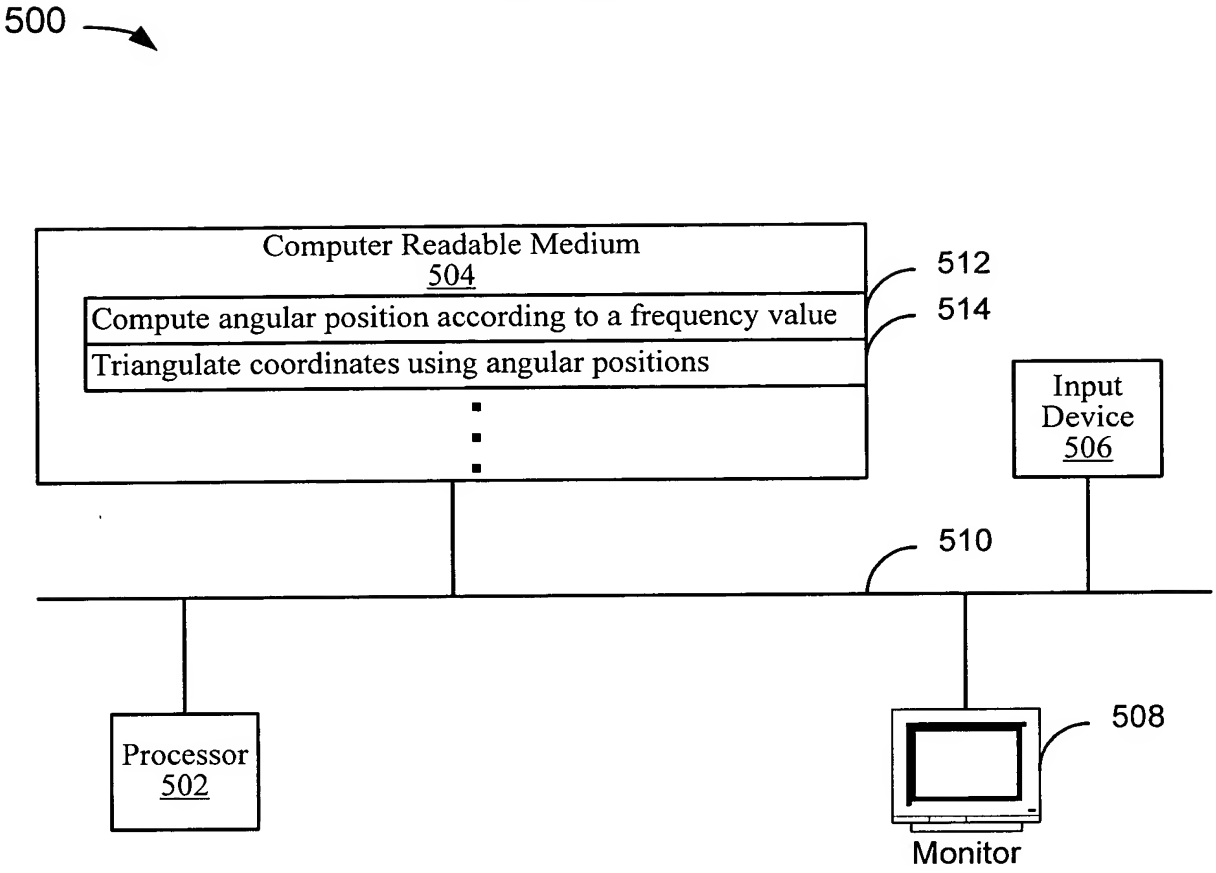
500
Computer Readable Medium
504
Compute angular position according to a frequency value
Triangulate coordinates using angular positions
512
514
Input
Device
506
510
Processor
502
508
Monitor

FIGURE 5

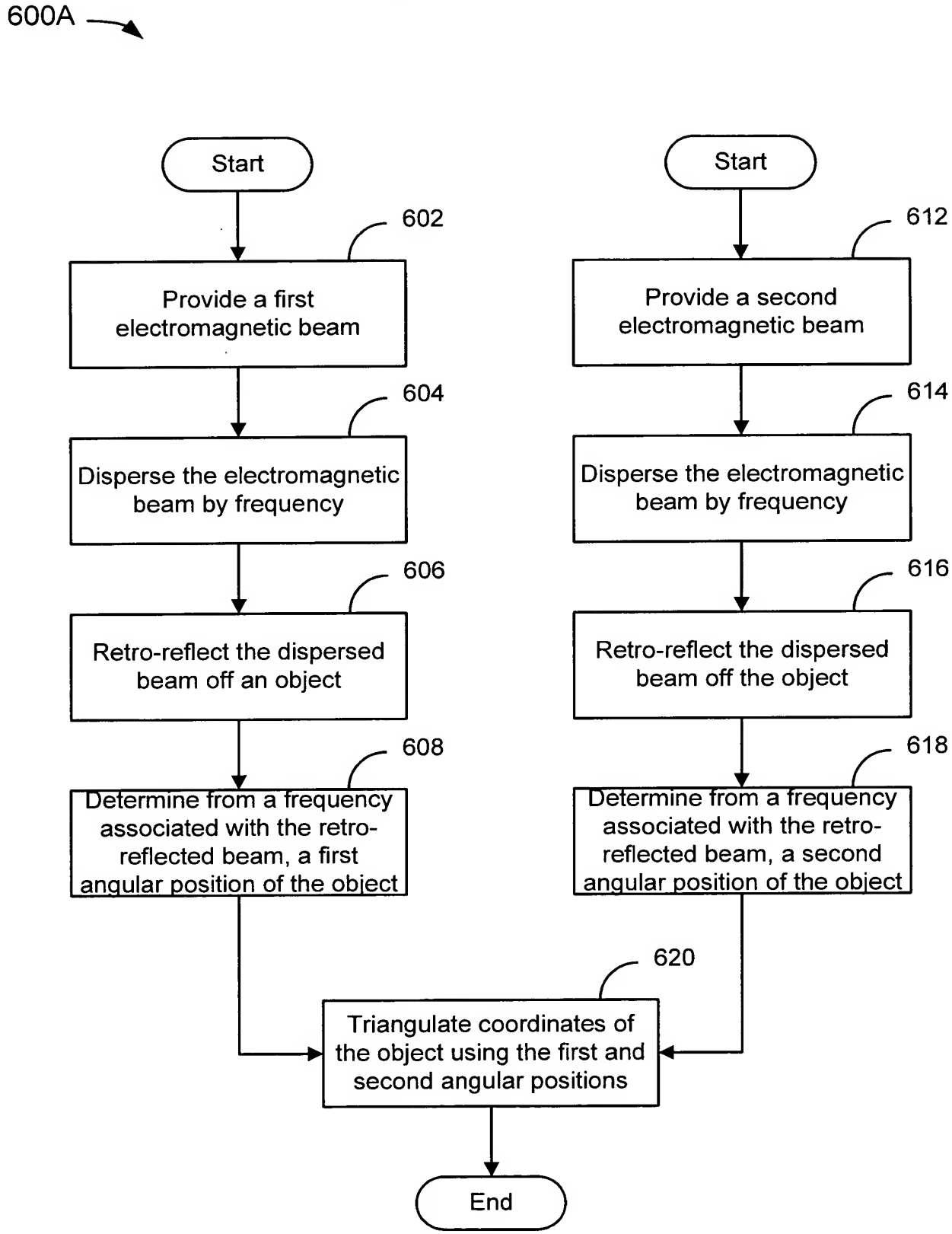
600A
Start
602
Provide a first electromagnetic beam
604
Disperse the electromagnetic beam by frequency
606
Retro-reflect the dispersed beam off an object
608
Determine from a frequency associated with the retro-reflected beam, a first angular position of the object
Start
612
Provide a second electromagnetic beam
614
Disperse the electromagnetic beam by frequency
616
Retro-reflect the dispersed beam off the object
618
Determine from a frequency associated with the retro-reflected beam, a second angular position of the object
620
Triangulate coordinates of the object using the first and second angular positions
End

FIGURE 6A

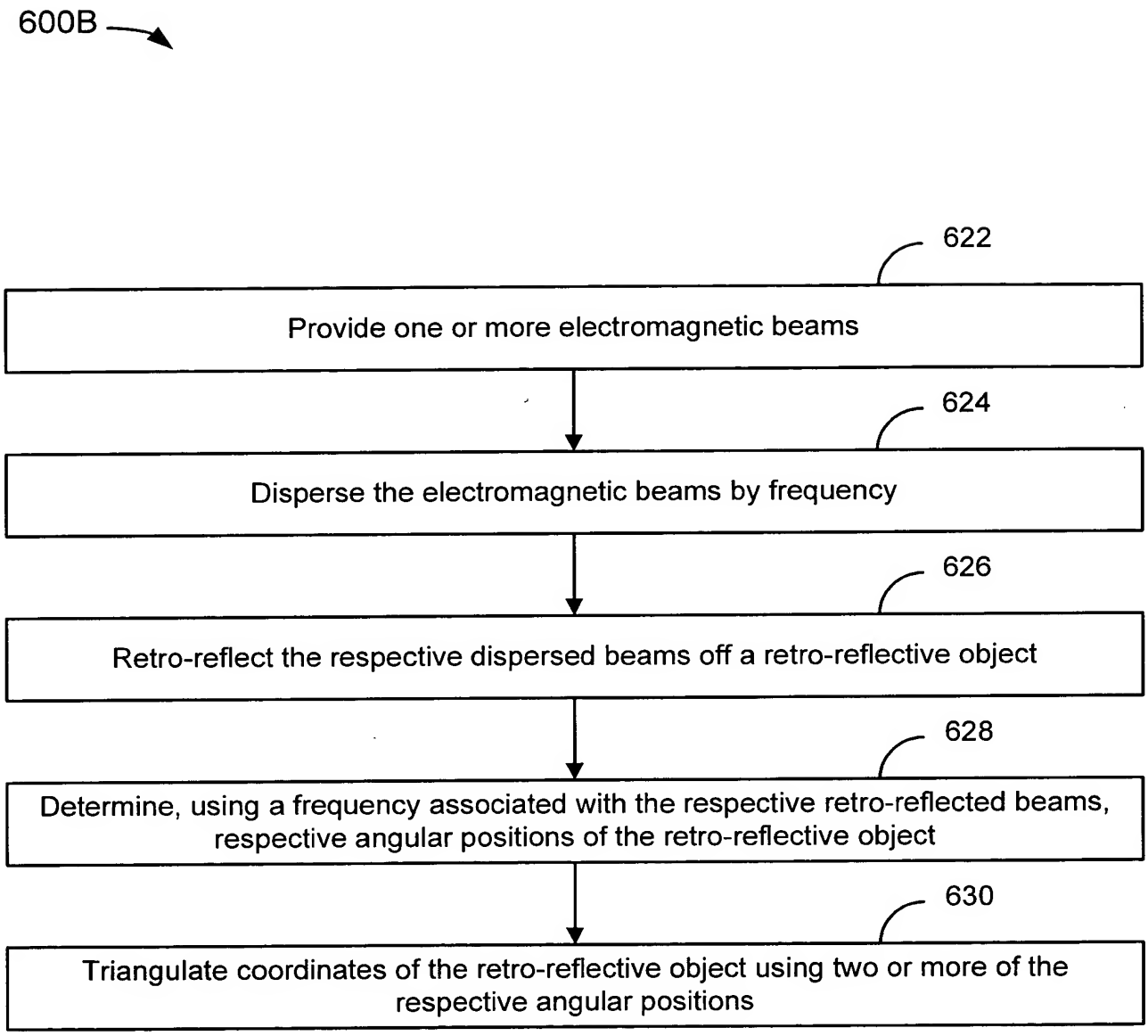
600B
622
Provide one or more electromagnetic beams
624
Disperse the electromagnetic beams by frequency
626
Retro-reflect the respective dispersed beams off a retro-reflective object
628
Determine, using a frequency associated with the respective retro-reflected beams, respective angular positions of the retro-reflective object
630
Triangulate coordinates of the retro-reflective object using two or more of the respective angular positions

FIGURE 6B